4.DMX console address setting

	Series	connecti	on address		-	2	10		66	258	512
6	36		256		OFF	OFF	OFF		OFF	NO	NO
00			128		OFF	OFF	OFF		OFF	OFF	NO
7		ij	64		OFF	OFF	OFF		NO	OFF	NO
9	0,0,0	10.00	32		OFF	OFF	OFF		NO	OFF	NO
5	0	OJ.	16		OFF	OFF	OFF		OFF	OFF	NO
4			00		OFF	OFF	NO		OFF	OFF	NO
3			4		OFF	OFF	OFF		OFF	OFF	NO
2			7		OFF	NO	NO		NO	NO	NO
1	11182		-	17	NO	OFF	OFF		NO	OFF	NO
Address	Address					Address ON/OFF					

Instruction

LED Light



Please carefully read the instructions before use.

This product will be combined with energy efficient LED and compact appearance of PAR lamps to constitutes a new lamps

It's the most important product of the "green stage lighting "

Feature: Energy saving, R/G.B, Trichromatic color mixing adjustable 1,677,216 kinds of colors. Widely used in the stage, KTV, bars, nightclubs and other entertainment.

l specification

. Weight : 0.6kg

Dimensions: 14cm×13cm×16.5cm

Voltage : AC90~240V/50~60Hz

Power : 25W

Light source : 86 lights(44 red,21 green,21 blue) & 5

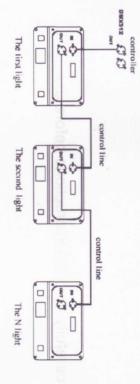
Electronic dimming from 0-100%

7. Control mode options: DMX, voice-activated, the host slave synchronization

II. Operation

1. Console mode or main mode connectio

Use signal line from the first part output connecte to the second part input, then from the second part output connecte to the third part input, until all the lights are connected together. Connected as shown below:



2.DIP manu:

DMX	(1~9)	10+
Slave	1,2,3,4,5,6,7,8,9	10
voice-control	1,2,3,4,5,6,7,8,9,10	0
Red green blue auto	4,5,6,7,8,10	1,2,3,9
(4,5,6,7,8 Adjust the speed from fast to slow)	1,3,4,5,6,7,8,10	2,9
Flash 2		
Adjust the speed from fast to slow)		
(4,5,6,7,8	2,3,4,5,6,7,8,10	1,9
Flash 1		
Auto run	1,2,3,4,5,6,7,8,10	9
Blue brightness	1,2,3,4,5,6,9,10	7,8
Green brightness	1,2,3,7,8,9,10	4,5,6
Red brightness	4,5,6,7,8,9,10	1,2,3
Function	OFF	ON

3.DMX Channel function

CH4	СНЗ	CH2		CH1		Gate way
0-255 0=close	0-255 0=close	0-255 0=close	128-255	1-127	0	DATA
blue brightness ess	green brightness	red brightness	Light brightness	Flash, from slow to fast	off	Function